

1979

1980

1982

1984

1986

1988

BACKGROUND

O

ver the last seven and a half years, we've published bestselling word processors, arcade games and programming utilities - but, from the beginning, Sierra's biggest claim to fame has always been the adventure game.

Back in 1979 when Sierra first got started, there was only one type of adventure game - the text adventure. I wasn't surprised when I learned that Roberta had written her own adventure game. Ken sent me a few copies of it. A clerk in the Computerland store helped me get the game working, and I was stunned. I remembered all the text adventure stuff I'd seen Roberta play, but this game had pictures! The first screen showed this creepy, old house, and if you typed GO NORTH you got a close-up of its front porch!

Since then, it's been one innovation after another for Sierra adventures. Initially Roberta's adventure games mixed graphics and text (a first). Next they featured color graphics (another first). When there were too many innovations for Ken to handle alone, he hired programmers and Roberta put them to work on her new adventure projects.

In 1984, Sierra debuted their latest adventure design, the "3-D Animated Adventure Game."

It became the first to feature a main character that could "maneuver through the graphics in a 3-dimensional perspective." He could travel from one scene to the next, frame by frame.

If he was in front of a castle, he could walk directly inside the castle.



"Our specialty has always been adventure games."

If you typed out a command to Grabam, such as "BOW TO THE KING," Grabam understood what you told him.



Scene from King's Quest.

Later, Sierra adventures would include games such as poker and blackjack.



Scene from Police Quest.



Scene from Leisure Suit Larry.

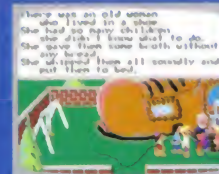
We have even incorporated arcade sequences into a few of our games.....

.....and the game graphics have taken another leap forward in resolution.

At Sierra, adventure games have always been our specialty. We began our work when computers were young, and we intend to remain the innovative force in adventures all the way through interactive video disks (but that's another story).

Signed, *John Willink*

While Roberta has been working so that younger people can play 3-D Animated Adventure Games

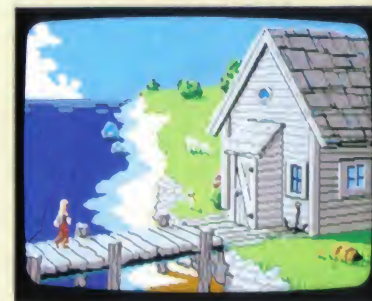


Mixed-up Mother Goose for ages 3 and up.

Al Lowe and Ken have been working to make our games appeal to a more "mature audience."



Leisure Suit Larry in the Land of the Lounge Lizards.



Scene from King's Quest IV.